

THE MERVILLE BATTERY

SCENARIO ASL TAC5 Translated by Coastal Fortress Gaming Group



Meadows of Merville, France, the night of June 5 to June 6, 1944:

In preparation for the seaborne assault, the 6th Airborne Division received the mission of occupying and holding the zone located between the Dives and the Orne to the north of Caen. The destruction of the four large guns of the Merville Battery in the northeast of this zone is entrusted to the 9th Parachute Battalion. It was the most difficult task entrusted to a paratroop unit during the airdrop since the garrison included approximately 130 men defending the fortified positions with bunkers surrounded by barbed wire and minefields.

Photo: Men of the 12th Parachute Battalion at tea time.

Board Placement:

Balance:

☉ Add 1 MTR to the British OB

✚ Replace a LMG with a HMG



| | | |
|---|----|----|
| 5 | 19 | |
| | | 14 |

Victory Conditions:

The British win as soon as they destroy the four 75 ARTguns placed in the bunkers.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|-----|
| ✚ German sets up first [127] | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | END |
| ☉ British moves first [238-239](see SSR5) | | | | | | | | | | |

Merville Battery Garrison (2/1716 Artillery Regiment) [ELR:2]
set up on board 19 between rows j and FF inclusive {SAN:3}:

| | | | | | | | | |
|------------|------------|-----|-----|-----|------|------|-----|-------------|
| 1 4-6-7 | 2 4-4-7 | 8-1 | 8-0 | 7-0 | 7-16 | 5-12 | 3-8 | 50 * [2-13] |
| 6 | 5 | 2 | | | 2 | 3 | | |

| | | | | | | |
|----------------------------|-------|-------|-------------------------------|-----------|-------|-------|
| MPH/RHP: dr = MF CC: +1/-1 | 1+5+7 | 1+3+5 | Trench OVR, OBA: +4 Other: +2 | Minefield | 75 mm | 2-2-8 |
| 17 | 3 | | 6 | 48 | 4 | 4 |

factors

(See SSR 6)

Elements of the 9th Parachute Battalion [ELR:5] enter on turn 1 by parachuting (Air Drop E.9){SAN:2}:

| | | | | | | | | |
|---------|-----|-----|-----|---|-----|----------|-----|------|
| 6-2-4-8 | 9-2 | 8-1 | 8-0 | 5 | 2-7 | 51 [2-8] | 8-3 | 30-1 |
| 14 - 17 | 2 | 2 | 2 | 3 | 2 | 6 | | |

(See SSR 5)

Scenario Design: Jean-Luc Béchenne '90

SSR:

- EC are moderate with a Mild Breeze from the northwest.
- Night rules are used (E1). The basic NVR (E1.1) is 4 hexes with full moon and scattered clouds. (E1.12) The Germans are the defenders (E1.2) and the British the attackers. The British may not utilise Cloaking (E1.41 & (E9.11). The British are Stealthy and the German Normal.
- The German Sniper is placed on the board immediately after the landing of the British paratroopers (E9.4). The British Sniper is placed on the board at the end of the first of British play.
- DC allotted to the British are Bangalore Torpedoes intended exclusively to destroy barbed wire according to standard rules (B26.51, also see B25.45). These DC cannot be employed for other uses.
- The British player has the possibility of exchanging up to three squads for an equal number on the recon dr. (E1.23).
- The four guns and their crews, must be placed in Pillboxes, on board 19, between hexrows M and V inclusive. Only one gun can occupy a hexrow. The CA of Pillboxes must be directed towards the northwest. The guns are placed to be used against targets located at sea and cannot be used against a ground target. Pillboxes and the guns in them can set up HIP in the normal method; but the presence of a pillbox must be revealed if an enemy squad is within two hexes or less provided that the NVR is 2.

- Considering the number of fortifications set up HIP, it is advisable to set up the German fortifications on a second board 19 hidden from sight of the British player, or on a desert board. Management of what is seen or not by the adversary is thus facilitated. When the British player discovers a fortification, transfer it to the game board being played upon.

Aftermath:

After gathering his men, Lt. Col. Otway decided to divide his forces into seven groups. Two groups tackled the barbed wire to open the way for four groups, which were to destroy the guns. The last group was to make a diversionary attack at the principal entry of the German position. When the attack started, the two gliders which had to land in the heart of the position appeared. Unfortunately, not managing to locate the site, they landed 200 meters away. The combat intensified and, attacking on several fronts at the same time, the British managed to progress rather quickly in spite of the keen German defense. The garrison finally surrendered. 100 of the 130 defenders and 70 paratroopers were killed or wounded by the end of the battle.